

21. (NEW) A board game, which comprises:

- (a) a playing board having a predetermined continuous path with spaces for movement of pieces therealong in accordance with rules, being octagonal in shape, said playing board including:
 - (i) marked historical location spaces designating specified historical locations based on a predetermined theme, said spaces identifying its specified historical location by name, pictorial representation or combinations thereof, and having a specified cost to operate value and a landing fee value;
 - (ii) marked action spaces, each designated so as to require a specified action of a player when a piece lands thereon; and,
 - (iii) marked event spaces, each designated so as to represent an event which may initiate a payment or other event of a player when a piece lands thereon;
- (b) a random movement means for randomly determining numbers of spaces to be moved by players in accordance with rules, said random movement means being at least one die, said at least one die having six major facets, forming a cube, and eight minor facets, each minor facet being a truncated corner of said cube, wherein said major facets contain indicia for indication of movement of a piece a specified number of spaces;
- (c) a set of operation papers for marked historical location spaces provided to a player in exchange for payment of play money if a player qualifies to invest and elects to invest in accordance with rules;
- (d) a set of event cards corresponding to at least one marked event space to be read and acted upon by a player when a piece lands on a corresponding event space;
- (e) a plurality of different icon pieces for use by a plurality of players;

(f) play money in predetermined denominations; and,
(g) rules defining use of the aforesaid by order of play, use of said random movement means, movement of pieces, acquisition of operation papers, sale of operation papers, action space play, event space play, use of event cards, payments of landing fees, and how games may be won or lost.

22. (NEW) The board game of claim 21 wherein said marked action spaces are disparate spaces set equally apart from one another.

23. (NEW) The board game of claim 22 wherein said event spaces and said marked action spaces are located at corners of said board.

24. (NEW) The board game of claim 21 wherein said event spaces include at least one event space requiring a player to take an event card and act upon it when that player's piece lands upon it.

25. (NEW) The board game of claim 21 wherein there are at least two different event spaces, and two different collections of event cards, and each of said at least two different event spaces require a player to take and act upon an event card from a specific one of said at least two different collections of event cards.

26. (NEW) The board game of claim 21 wherein said game further includes draw cards separate from said event cards, and said at least one die includes indicia on said

minor facets that represent that a player with a roll landing on said minor facet shall take one of said draw cards.

27. (NEW) The board game of claim 21 wherein said board game further comprises:

(h) a plurality of minor unit structures available for purchase to players owning marked historical location spaces wherein other players having a piece land on a marked historical location space with at least one minor structure unit will pay increased landing fees in relationship to the number of minor structure units on that space.

28. (NEW) The board game of claim 27 wherein said board game further comprises:

(i) a plurality of major unit structures for purchase or conversion, being equal in value to a specified number of minor unit structures and requiring a greater landing fee for another player landing thereon.

29. (NEW) The board game of claim 27 wherein said game theme is Egyptian pyramids, said historical location spaces are shown to be Egyptian tombs, said minor unit structures are tomb tokens, and said major unit structures are pyramids.

30. (NEW) The board game of claim 29 wherein said set of operation papers are individual excavation permit cards corresponding to individual marked board spaces and include historical information relating thereto.

31. (NEW) The board game of claim 30 wherein said landing fees are tour fees.

32. (NEW) The board game of claim 26 wherein said indicia on said minor facets are color codes.

33. (NEW) The board game of claim 29 wherein said plurality of different icon pieces represent different three dimensional Egyptian creations.

34. (NEW) An Egyptian pyramids board game, which comprises:

(a) an octagonal playing board having a predetermined continuous path with spaces for movement of pieces therealong in accordance with rules, said playing board including:

(i) marked historical Egyptian location spaces designating specified historical locations, said spaces identifying its specified historical Egyptian location by name, pictorial representation or combinations thereof, and having a specified cost to operate value and a landing fee value;

(ii) marked action spaces, each designated with specific instructions so as to require a specified action of a player when a piece lands thereon; and,

(iii) marked event spaces, having Egyptian symbols shown thereon, each designated so as to represent an event which may initiate a payment or other event of a player when a piece lands thereon;

(b) a random movement means for randomly determining numbers of spaces to be moved by players in accordance with rules, said random movement means being at least one die, said at least one die having six major facets, forming a cube, and eight

minor facets, each minor facet being a truncated corner of said cube, wherein said major facets contain indicia for indication of movement of a piece a specified number of spaces;

(c) a set of operation papers for marked historical Egyptian location spaces provided to a player in exchange for payment of play money if a player qualifies to invest and elects to invest in accordance with rules;

(d) a set of event cards having corresponding Egyptian symbols to at least one marked event space to be read and acted upon by a player when a piece lands on a corresponding event space;

(e) a plurality of different icon pieces for use by a plurality of players;
(f) play money in predetermined denominations; and,
(g) rules defining use of the aforesaid by order of play, use of said random movement means, movement of pieces, acquisition of operation papers, sale of operation papers, action space play, event space play, use of event cards, payments of landing fees, and how games may be won or lost.

35. (NEW) The board game of claim 34 wherein said event spaces and said marked action spaces are located at corners of said octagonal board.

36. (NEW) The board game of claim 34 wherein there are at least two different event spaces, and two different collections of event cards, and each of said at least two different event spaces require a player to take and act upon an event card from a specific one of said at least two different collections of event cards.

37. (NEW) The board game of claim 34 wherein said game further includes draw cards separate from said event cards, and said at least one die includes indicia on said minor facets that represent that a player with a roll landing on said minor facet shall take one of said draw cards.

38. (NEW) The board game of claim 34 wherein said board game further comprises:

(h) a plurality of minor unit structures available for purchase to players operating marked historical location spaces wherein other players having a piece land on a marked historical location space with at least one minor structure unit will pay increased landing fees in relationship to the number of minor structures unit on that space landed upon; and

(i) a plurality of major unit structures for purchase or conversion, being equal in value to a specified number of minor unit structures and requiring a greater landing fee for another player landing thereon.

39. (NEW) The board game of claim 38 wherein said game theme is Egyptian pyramids, said historical location spaces are shown to be Egyptian tombs, said minor unit structures are tomb tokens, and said major unit structures are pyramids.

40. (NEW) The board game of Claim 39 wherein said set of operation papers are individual excavation permit cards corresponding to individual marked board spaces and include historical information relating thereto.